

GREENVILLE RECREATION & PARKS DEPARTMENT

2018 ADULT FUTSAL (Indoor Soccer) RULES

All playing rules listed below will govern league play. In the event that a situation is not listed below, it will default to the USFF rules.

****Rule changes/additions are highlighted yellow.**

General Rules:

- 5 players on the court (including goalkeeper); Must **have a minimum of 3 players to start the game.**
- Any team playing a non-registered player will receive a forfeit for each game in which the illegal player participated.
- Each roster is limited to 12 players, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament
- Out-of-bounds is determined by the sidelines and end lines; **NO** using the walls.
- Kickoffs must be played lateral or backwards.
- No off-sides.
- The referee's will use a 2 card system (yellow & red).
- Soccer Ball: Weighted size #4; specially designed for little bounce to adapt to the gym floors.
- **All "kick-ins" will be INDIRECT.**
- **NO SLIDE TACKLING. A foul (yellow card) will be called immediately, regardless of whether or not contact occurs.**

Restart for SIDELINES out-of-bounds:

- The ball will be placed on the sideline where it went out-of-bounds and put back into play with a kick-in, not a throw-in.
- Defensive players must allow 10 feet from restart kick.
- The ball must come to a complete stop before striking.
- The entry pass is indirect.

Restart for END LINES out-of-bounds (Offensive):

- A corner kick will be played when the ball goes over the end lines; normal soccer rules apply.
- Defensive players must allow 10 feet from corner kick.

Restart for END LINES out-of-bounds (Defensive):

- A legal throw-in will be taken in place of goal kick within the boundaries of the goal box.
- Ball must touch a player prior to crossing half court; if no player is contacted, possession changes, and an indirect kick will be taken from mid-court.
- No drop-kicks (keeper may not kick ball after releasing it until another player has played it).

Goalie Box:

- The offensive team **CANNOT** go into the goalie box to score; goals can only be scored from the field area.
- Goals can be scored from the back court.
- **NO GOALS MAY BE SCORED DIRECTLY FROM THE KICKOFF!**
- The goalkeeper may field the ball with their hands at any point (as long as one foot remains in the marked goalie area) even on an intentional pass.
- If a goal is scored from inside the goalie box, an indirect kick will be taken from the corner of the goalie box.

Penalties:

- A foul (hand ball) in the goalie box by the defensive team results in a penalty kick for the offensive team.
- Penalty kicks will be taken from the 3 point arch.
- The penalty kick shall be taken from the 3 point arch and all players except the kicker and the opposing goalie shall be outside the penalty area.
- A substitute entering the game may not take the penalty kick.
- Any ball that strikes the backboards, lights, or scoreboard will result in a ONE MINUTE penalty. That team must play without the penalized player for one minute or until a goal is scored.
 - ** If the goalkeeper is the offender, the coach may take a field player off in their place **
- A ball striking the backboards, lights, or scoreboard as a result of a deflection will not result in a one minute penalty.
- INDIRECT KICKS will be taken for other violations, such as dangerous play, unsportsmanlike conduct, etc.
- Any player removed from a contest for unsportsmanlike conduct will automatically be ineligible for the remainder of that game as well as the next scheduled game.
- Any players who run to or join in a fight/physical altercation will also be ejected from the game. Said players will be dealt with in the manner described above.
- A team that exceeds established limits for misconduct shall have the game immediately terminated and forfeited to the opponent. Teams will accumulate misconduct points for cautions (1/2 point/yellow card) and disqualifications (one point for red cards). A team will be forced to forfeit the game if they accumulate 2 or more misconduct points.

Player Equipment:

- Tennis shoes or Indoor flats must be worn; NO CLEATS.
- Players will not be allowed to wear any jewelry.
- Shin guards **MUST** be worn; anyone without shin guards will not be allowed to participate.
- The referee and or GRPD staff shall be the judge of improper equipment.
- Uniforms consist of every player on each team wearing a shirt of the same color.

Substitutions:

- Substitutions will be made on the fly.
- Players coming off the court must be completely across the sideline before the substitution player can enter the game.
- Goalkeeper substitutions can only be made when the ball is out of play.

Duration of play:

- All games will have (2) 20 minute halves; running clock.
 - NOTE:** The clock will stop on all injuries.
- There will be a 5 minute half time.
- Grace period of 5 minutes prior to the start of each game; teams that fail to produce at least 3 eligible players prior to the grace period ending will forfeit the game.
- The game shall be considered complete if one team holds a lead of four (4) or more goals at or any time after the two-minute mark of the second half.

Overtime:

- No overtime or shootouts in regular season games – A tie stands.

Tournament Rules:

- Seeding in the tournament will be determined by the regular season standings in the division. In case of a tie for the regular season, tournament seeding will be based on (ranking order):
 1. Head to head match-ups between the tied teams; if still tied
 2. Goals scored will be used; if still tied
 3. Goals allowed will be used; if still tied
 4. There will be a coin toss by GRPD staff to determine seedings.

NOTE: Should there be a three-way tie or more at the end of the regular season and the schedule is not a perfect round robin, then Number 1 will be skipped and we will start with Number 2. Once one team is seeded, the process will start over until there are only two teams left, in which we will start over at Number 1 to determine seedings.

NOTE: Forfeits will be recorded as 3-0.

- A tied match at the end of regulation will be handled in the following manner:

- One SUDDEN DEATH 8 minute overtime period (first team to score, wins) – if still tied...
- 3 team member shootout. All shootouts will be taken from 3 point arch – if still tied...
- Sudden death shootout (head to head shots until one team out scores the other)

**** No goalkeeper substitutions can be made once the shootout begins****

For more information call the
Athletic Office at 252.329.4550
Monday – Friday from 10am-7pm.

